

# The Diplomacy Tribune

Volume 1

July 1989

Number 4



## Diplomacy by Electronic Mail

It is my belief that Diplomacy was designed for postal play. It just takes so long to play face-to-face that half-way through you are wishing it would just end already, besides, finding 6 other players, well, you know. Postal play, although it does take some time, allows you to think moves out, it is in postal play that great moves take place and the best games are found. Diplomacy is a play-by-mail game.

Now there is an other kind of mail through which to play Diplomacy, E-Mail. Over the years computers have become so commonplace that we now seem to notice more their absence, rather than their presence. The number of computers in private homes has, as is, growing at astounding rates, it has become a hobby in itself and has effected every other hobby around it, among those, Diplomacy.

The Modulator-Demodulator, better known as the Modem, has made it possible for computers to "talk" to each other via the telephone. Telecommunications for computers is not reserved for businesses alone, probably 2 in every 3 computer owners has a modem connected to it. They use it to connect to other computer users and to Bulletin-Board-Systems, (BBS's)

There are, basically, two types of BBS. There are large Network systems like Delphi and Compuserve that offer a wide variety of services from airline tickets to weather. These systems also support a wide range of Special Interest Groups, or SIGS in topics such as Astronomy, Model Rocketry, and just about anything you could think of, as well as SIGs for different types and brands of computer. There are also specialist systems, Networks that cater to Doctors, Researchers, Lawyers, etc.

The other type of BBS is the Private system. A person or organization that runs a BBS for whatever reason. Many computer clubs run BBSes for obvious reasons, some are run by stores as a form of advertising or customer support. Some systems are run just for the heck of it. In every city there are literally

hundreds of small, private BBS's, running in someone's home. These boards are very similar to a Newsletter. A typical system will have a Message-base where callers may read and send messages under a variety of subjects. They may carry files and programs that callers can "down-load" for use at home. Some systems have games that can be played while you're connected. These systems are usually free to call, while some require a small fee or donation to help cover operating cost, and some club systems require you be a member to call or have access to certain things.

The message base of any BBS is an ideal place to have a postal-style game of Diplomacy, either on a large Network or a small BBS. Most message bases allow for sending messages that anyone can read as well as private messages that only the named receiver may read. This allows for private dealings with other players and the GM as well as "open" messages for "press" and move results. No special software is required by the BBS or the caller beside that already needed to call in the first place. All that is needed is the message-base, 7 players, and a GM. There are no differences between postal and E-mail Diplomacy except possibly move deadlines. Players from different states may have longer deadlines to keep telephone bills or Network charges down, while local games may have deadlines of a week or less.

There are things you need to play E-mail Diplomacy, a computer, a modem and the cables need to connect the modem to the phonline and the computer, a terminal program that interfaces the computer and the modem, and the phone number of some BBS.

Unfortunately, getting local players for a game of BBS Diplomacy is just as difficult as getting them for a face-to-face game. Long distance games run up your phone bill, and finding a BBS that runs Diplomacy games is a challenge unto itself. There are several boards that are Diplomacy specific, or have Dip SIGs, but most are not aware of the game. Of course if you know 7 people with the required equipment (one to GM the game), all you need is a BBS. The person, or





persons, that run a BBS is a System Operator, or SysOp. No SysOp ever complained that there was too much activity on the message-base, so starting a game on any BBS should be no problem at all. In fact, it would probably be welcomed, as the yardstick for measuring a BBS's popularity is the activity of it's message-base. If the game gets attention from other callers, it may spin off other games and bring new people into the hobby.

As computers and modems come down in price, more people will call and operate BBS's. As many of these people will be Diplomacy players, it stands to reason that BBS Diplomacy will become more popular.

If you know of a BBS that offers, or is running a Diplomacy game, send me it's name and telephone number and I'll publish a list in the Trib.

## Modem Ready BBS

24 hours/7 days  
300/1200 baud  
8 bits/1 stop bit/no parity

Easy Access, No Validation, No Fee,  
On-Line Games, Message-Base,  
Non-Computer Specific

### Other Zines

Boast  
Herb Barents

*Since September 1971*

Bushwacker  
Fred C. Davis Jr.

*17 years of Variants*

Penguin Dip  
Stephen Dornemen



The Zine Register  
Tom Nash

The North American Variant Bank  
Lee Kendter Jr.

## TRIO589a

### The Moves:

England (*Lachcik*):

A Nws-Nor, F Nts-C Edi-Bel, A Edi-Bel

Germany (*Armstrong*):

A Mun-Ruh, A Kie-Hol, F Den-Swe

Russia (*Green*):

A War-Ukr, A Sev-Rum, F Rum-Bul(ec),  
F Gob-Swe

Turkey (*Wiess*):

A Arm-Sev, A Bul-S F Bla-Rum, F Bla-Rum

Austria-Hungary (*Diehl*):

F Alb-Gre, A Ser-S [Rus] F Rum-Bul(ec), A Vie-Gal

Italy (*Santella*):

F Ion-C A Apu-Tun, A Tri-Alb, A Apu-Tun

France (*Santella*):

F Mao-Por, A Par-Pic, A Spa-Hold

### Board Status:

England: A Bel, F Nts, F Nor +2 (5)

Germany: A Ruh, A Hol, F Den +2 (5)

Russia: A Ukr, A Sev, F Gob, F Bul(ec) +1 (5)

Turkey: A Arm, A Con, F Bla +0 (3)

Austria: F Gre, A Ser, A Gal +2 (5)

Italy: A Alb, A Tun, F Ion +1 (4)

France: A Pic, A Spa, F Por +2 (5)

note: Turkey's A Bul retreats to Con. If Mr. Weiss would prefer to disband it he should notify me ASAP. All players will be notified of change via mail if made. GM

### Press:

Turkey to Bear: I am getting my fly swatter to help.

Anonymous: The splintering Hapburg Empire may yet become the "Spendid Splinter" at which time the red uniforms will match the Sox and we will change "Jim" to "Ted" (or, so there, Joe).

GM to Anonymous: What?

Dateline Antwerp: It is believed that our sister city, Smyrna, is no longer honoring the treaty and we are searching for a new sister city. All inquiries can be directed to; Monsieur President, Paris, France.

Germany: Playing Germany has it's disadvantages, but at least you start out each game with a good Danish.

Germany to GM: Respectfully sir, where is it written that you can't use a real person's name for a pen-name. In the A.U. PBM games many of the students opted to use pen-names appropriate to thier majors. One poli-sci major choose "Machievelli" (Italy) while a psych student decided on "Jung" (Austria).

Tzar to his people & allies: It looks like I've been [shame on you Jim] by that flea infested camel jocky. Winter is coming and I think he will find desert rats don't like the cold. He should look in his encyclopedia under "N" for "Napoleon." Russia will not be defeated!

Bear to the Flea Infested Camel: Any flie around me were due to your proximity. Why don't you move out of the Black and Armenia and I will try to forget the whole incident.

Rus to Aus: I guess we trusted the wrong people.

Paris-Berlin: No, I am not dead (nor did I sleep whilst you tried to trample the grapes of Burgundy!).



## Game Openings

Regular Diplomacy: need 4

Regular Diplomacy: need 7

World Diplomacy: need 7

### It's New, and it's Blue!

Got a few comments about the June Trib, mostly about the blue toner. Some liked it because it was different, but I have to refuse the request for red, that's a bit much. One person said it was harder to read. I kinda like the blue, the World Dip map looks good in blue too. No comments on the appearance of the zine itself, so I'm gonna sell this machine and get a 1901 Remington with a well used ribbon, and start over. [snicker] I did get a comment about the single page. Well, I just didn't have anything to put in and I didn't think you wanted to hear about my political or religious views, so.

### Variation on a theme

I am interested in running a variant, but can't seem to make up my mind on which one to run. I'm interested in *Americana 1860*, *Interstellar Dip III* and *Interstellar Conquest*, but if you have any suggestions I'd be glad to hear it.

### Tribune Telephone Policy

As I am now accepting your orders by telephone, I thought I should let you in on the rules.



Orders may be phoned in anytime during human hours, that is, 6pm-10pm weekdays, Noon-11pm weekends and Noon-10pm Sunday. I will not be responsible for orders not spoken to ME and for my not being home during the stated hours.

Those that have access to telecommunications equipment are free to call my BBS and leave your orders in a "private" message to the SysOp, 24 hours, 7 days a week.

#### Numbers:

Voice:

Data:

# Deadline Tri0589a

## July 31, 1989

Winter Adjustments

### Classified Ads

For Sale: "Hayes Smartmodem 1200", 300/1200 baud external modem. \$150.00 + \$5.00 shipping

Wanted: Photocopy of insert to Avalon Hill General Vol 18, number 3 regarding PBM Wooden Ships & Iron Men.



## New Software

If you look at one of the first two issues of the Trib compared to the last two, you should notice a marked difference in appearance, I like to think it's for the better. The software used to produce the Trib is called "Newsmaster" for the IBM and compatibles. It's ok, but I feel it lacks some things. One of those things is inability to import graphics of my own, and until recently, alter the graphics supplied. But soon, I hope this will change too. I am currently looking at a program call PFS: First Choice. The demo I saw looked great! It was easy to use, and allowed you to alter and import graphics. With it and a graphics program similar to the Apple's MacPaint, the Trib would take on yet another new appearance. The graphics program also supports a hand scanner. What a great toy this is! You can scan a drawing, for instance a small Dip map, import it into the PFS publisher and incorporate it into the newsletter. Now all I need is a giant map making plotter/printer and...

### The Roy Flemming Report

Roy Flemming is a well known name in this hobby, knowing him personally, I guess folks should know what he's up to now-a-days, but lets start at the beginning.

I once worked in a drugstore in Baltimore that will remain nameless as I don't care for the place and refuse to advertise for them. Roy also worked there as a Pharmacy Tech. Roy lived nearby and one day I invited him over to see what wargaming was all about. He sat in on some games with me and Barry Macciocca and fancying himself to be a "Communist" Roy loved games that featured Russia such as Third Reich, Russian Campaign, etc. Roy was also going to college and was poor as a church mouse, most "communist" are. Another friend, Kurt Kugelburg, introduced us all to Diplomacy. Roy loved it! It had his beloved Russia in it. Soon Roy found a PBM game and joined in. He was playing Germany and we would talk about the possible strategies. Then the game was orphaned. That is when he decided to start PBM. The idea was to run not only Diplomacy, but 3R, Pacific War and any other game he could fold, bend or mutilate into a PBM format. He also started to become more inaccessible. PBM did quite well for the short time it ran, it boasted an impressive subscriber list, which Roy guarded with his life. It didn't take long for the load Roy had built to start wearing at him. He started making GM errors, cancelling games, not answering the phone. Soon, PBM imploded from it's own weight. Roy sent people's money back, although there were some squabbles in that area. To get him on the phone was a feat equalled by the parting of the Red Sea.

Then Roy graduated, and got a job. Roy takes nothing lightly, he works hard on anything he



does. Soon Roy was making money! Then a strange thing happened, the sky grew dark, thunder rolled over Baltimore, there was a huge bolt of lightning and the "communist" became, a "Capitolist!"

One in a while Roy, Barry, Kurt and I would get together for a game of "Axis & Allies" or one of those kind of games, but gone were the days of Diplomacy and 3R, Roy never liked tactical scale games anyway like Waterloo or Russian Campaign. But then he didn't even come around for that anymore. He's since moved, I hear he's buying a house with someone. He still doesn't answer the phone and now refuses to give out his new number. But he's happy.

## World Diplomacy

As promised this issue contains the rules and conference map for John Armstrong's version of World Diplomacy. Some minor changes to John's original version will be in effect in the Trib, so read the rules carefully. The game's play sounds somewhat complex at first, but is quite simple in practice as you get used to it. If you have any questions on the rules or play of the game, feel free to send them in. If I can't answer, I'll pester John about it.

I have two orders for the 3' x 4' world map. The map consist of 18 seperate pages that overlap eachother. The copier I am using now is due for servicing, and distorts the pages to the point that the map is impossible to use. As soon as it is repaired, I will be sending the map out to those that have ordered it along with instructions and tips on making the playing peices.



## PBM Dip 2, orphaned

My alltime favorite game of Diplomacy was Dip2 in the PBM Newsletter. Playing Germany, I came out of a tight situation into a possible winning position through careful moves and lots and lots of diplomacy. Boy was I having fun, then it ended, suddenly, tragically. Dip 2 was orphaned. Now this wouldn't be that bad to most, but I was heart-broken. I had just finished Dip 1 in second place to Barry Macciocca, not bad for my first PBM game, and his! Here I was with a chance of winning what was only my second game, when... Of couse, fairing well in two games in the same zine isn't all glory. In Dip IV, a number of party's felt that Barry and I were too dangerous to live. We soon found ourselves set upon by everyone! My being France and Barry, Austria, we were unable to help each other. For Barry, the end was quick, Austria fell in the Fall of 1903! I would not be far behind. The last moves for

Spring 1904 had France with two units, by contrast, in Dip 2 I (Germany) had 13 centers in the Fall of 1907. Three good games, played mostly by novice players, in fact the majority of subscribers to PBM were new to the hobby. Some of them moved on with "Cross Rifles", myself included. Joe offered to pick up Dip 2, but the game began before PBM was published and I had trashed my records on it just 3 days before Joe Contacted me. So, my favorite game was orphaned, oh well. I have a new favorite now, CR-Bravo, a game that started in Cross Rifles and was taken up by Phil Reynolds and "Dipadeedoodah!" when CR stopped publication. Once again I'm having a great time, even if I don't win, but then again, maybe I will!



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Subscription rate is \$12.00 for 12 monthly issues.  
Single Issues \$1.00

Game Fees  
Regular Diplomacy \$3.00  
World Diplomacy \$5.00

3 ft by 4 ft world map  
for use in World Diplomacy  
\$4.00



# World Diplomacy

## The Rules for World Diplomacy

By John Armstong

(Diplomacy Tribune Version)

By Gerald Todd

All rules for regular Diplomacy are in force except where noted below.

1. There are eleven (11) players representing; Austria-Hungary, Brazil, England, Ethiopia, France, Germany, Italy, Japan, Russia, Turkey and the United States.

2. The object of the game is to control 43 of the 86 supply centers.

3. Besides the "home centers" a nation owns within it's own country, some nations have colonial "home centers" in other continents.

ex: England has 4 home centers in Africa. The Philippines are an Asian home center for the US.

4. There are four (4) continents in the game Africa, Asia, Europe and the Americas. No nation may have more units of any continent than it has centers in that continent.

a. Units belong to the continent in which they were built regardless of their location in the world. During adjustments the number of units belonging to a continent should equal the number of centers that nation controls in that continent. If a center is lost in a continent, a unit of that continent must be disbanded regardless of where that unit is currently located. A supply center gained in a continent may only be used to build a unit in that continent even if the conquering unit was of a different continent. Centers gained or lost in one continent have no bearing on that nations units belonging to a different continent.

b. Exception: When a nation takes a center in a continent in which it had NO home centers or lost ALL of it's centers, the unit involved is called an "Expeditionary Force" and the build must be taken in the continent that the expeditionary force belongs to. The expeditionary force may be converted to a unit of the continent in which the new center was taken at the player's option. The new center now becomes a home center for that nation, in that continent.

c. The United States is a special case. If the US gains more than one center in Asia it must build one unit in Asia but may use the excess centers to build in America or to compensate

for the loss of centers elsewhere that year.

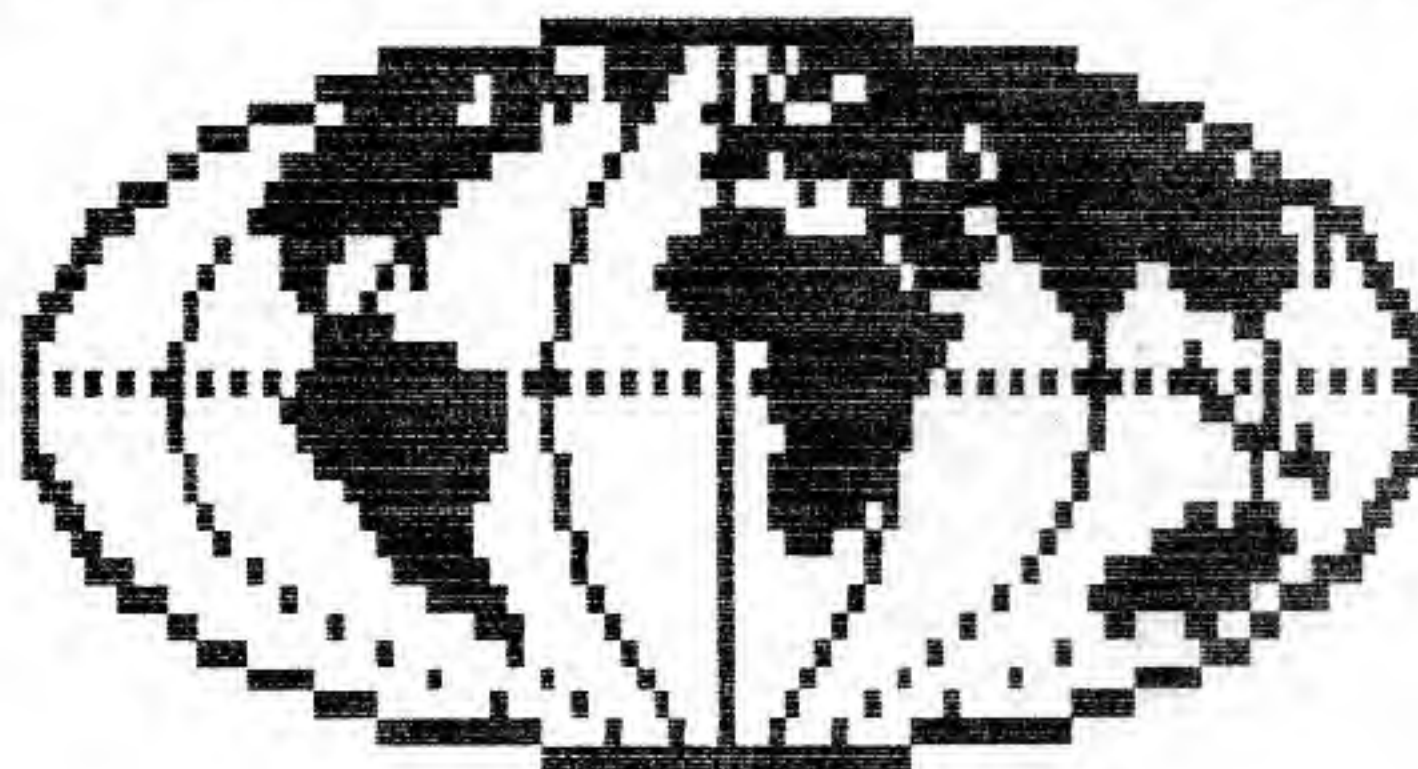
5. There are two canals in addition to those in Europe which operate by the same rules as those for Kiel and Constantinople, they are Central America and Egypt. Any unit occupying either area may move in accordance with Regular Diplomacy rule VII 3a.

6. There are land bridges between Singapore & Indoneasia as well as all of the Japanese islands which operate under Diplomacy rule VII 3c regarding Sweden and Denmark.

7. A fleet may not move from the West Pacific to the Sea of Japan without first entering a province in Japan, likewise a fleet may not move from the South China Sea to the East Indian Ocean without first moving into either Singapore or Indonesia. see Diplomacy rule VII 3a regarding Kiel & Constantinople.

8. Mexico and Columbia each have an East and West coast. Any move by a fleet into one of these areas must specify which coast it is moving to as per the Diplomacy rules pertaining to St. Petersburg, Spain & Bulgaria.

9. The Beaufort Sea, Baffin Bay, Greenland Sea, Kara Sea and East Siberian Sea are NOT playable areas in the Diplomacy Tribune version of World Diplomacy. They have been included on the 3 by 4 map and the conference map so player's may use them when playing in John Armstrong's original version of the game.





# Supply Centers & Start Positions

Country	Continent	Supply Center	Unit	Country	Continent	Supply Center	Unit	
England	Europe	London (Lon)	F	Ethiopia	Africa	Asmara (Asm)	A	
		Edinburgh (Edi)	F			Djubouti (Dju)	F	
		Liverpool (Lvp)	A	Japan	Asia	Tokyo (Tok)	A	
	Asia	Sydney (Syd)	F			Osaka (Osk)	F	
		Bombay (Bom)	F			Hokodate (Hok)	F	
		Delhi (Del)	A			Formosa (For)	F	
	Africa	Johannasburg (Jon)	A			Korea (Kor)	A	
		Cape Town (Cat)	F	Neutral	Europe	Belgium (Bel)		
		Egypt (Egy)	F			Holland (Hol)		
		Sudan (Sud)	A			Denmark (Den)		
Germany	Europe	Berlin (Ber)	A			Norway (Nwy)		
		Kiel (Kie)	F			Sweden (Swe)		
		Munich (Mun)	A			Spain (Spa)		
	Asia	New Guinea (New)	F			Portugal (Por)		
	Africa	Cameroon (Cam)	A			Tunis (Tun)		
		German East Africa (Gea)	A			Bulgaria (Bul)		
Russia	Europe	Moskow (Mos)	A			Serbia (Ser)		
		St. Petersburg (Stp)[sc]	F			Greece (Gre)		
		Sevestopol (Sev)	F			Rumania (Rum)		
		Warsaw (War)	A		Africa	West Sahara (Wsh)		
	Asia	Siberia (Sib)	F			Belgian Congo (Bcn)		
		Tashkent (Tas)	A			Angola (Ang)		
		Novosibrisk (Nov)	A			Mozambique (Moz)		
					The Americas	Montreal (Mon)		
Turkey	Europe	Constantinople (Con)	A			Mexico (Mex)		
		Smyrna (Smy)	A			Columbia (Col)		
		Ankara (Ank)	F			Argentina (Arg)		
	Asia	Jerusalem (Jer)	F		Asia	Iran (Ira)		
Austria	Europe	Bagdad (Bag)	A			Afganistan (Afg)		
		Vienna (Vie)	A			Mongolia (Mon)		
		Budapest (Bud)	A			Indoesia (Ido)		
Italy	Europe	Trieste (Tri)	F			Singapore (Sin)		
		Rome (Rom)	A		(China)	Manchuria (Mch)		
		Venice (Ven)	A			Shanghai (Sha)		
France	Europe	Naples (Nap)	F			Hong Kong (Hkg)		
		Africa	Libya (Lib)	A				
		Somalia (Som)	F					
	Europe	Paris (Par)	A					
		Marseilles (Mar)	A					
U.S.A.	The Americas	Brest (Bre)	F					
		Asia	Indochina (Inc)	F				
		Africa	Algeria (Alg)	A				
Brazil	The Americas	Madagascar (Mad)	F					
		New York (NY)	F					
		New Orleans (NO)	A					
		San Francisco (San)	F					
		Chicago (Chi)	A					
Ethiopia	Africa	Asia	The Phillippines (Phi)	F				
		Brasilla (Bra)	A					
		Manaus (Man)	A					
		Rio de Janeiro (Rio)	F					
		Addis Ababa (Add)	A					



# Non-center Provinces

Country	Continent	Province
England	Europe	Wales (Wal) Yorkshire (Yor)
	Asia	Clyde (Cly) Oman (Oma) Yeman (Yem)
(India)	(India)	Punjab (Pun) South India (Sid) Central India (Cid) Bangladesh (Ban) Burma (Bum)
		(Australia) Northern Territory (Ntr)
		West Australia (Wau)
		South Australia (Sau)
		Queensland (Que)
		Africa
		Nigeria (Nga)
		British Libya (Blb)
		North Rhodesia (Nrh)
		South Rhodesia (Srh)
many	Europe	Ruhr (Ruh) Silesia (Sil) Prussia (Pru) German West Africa (Gwa)
		Russia
		Africa
		Europe
		Asia
		Caspian Depression (Cad)
		Ural (Url)
		Yakuts (Ykt)
		Irkuts (lkt)
		Maritime Provinces (Map)
Turkey	Europe	Armenia (Arm)
	Asia	Syria (Syr)
Austria	Europe	West Arabia (Wab)
		East Arabia (Eab)
Italy	Europe	Tyrolia (Tyr)
		Bohemia (Boh)
France	Europe	Galicia (Gal)
		Piedmont (Pie)
U.S.A.	Americas	Tuscany (Tus)
		Apulia (Apu)
France	Africa	Cyrane (Cyr)
	Europe	Picardy (Pic)
France	Africa	Burgundy (Bur)
		Gascony (Gas)
France	Africa	French West Africa (Fwa)
		Niger (Nig)
U.S.A.	Americas	French Central Africa (Fca)
		French Congo (Fcn)
U.S.A.	Americas	Alaska (Alk)
		Mid-West (Mdw)
U.S.A.	Americas	Arizona-New Mexico (Anm)

Country	Continent	Province
U.S.A.	Americas	Virginia (Va)
Brazil	Americas	Maranhao (Mrh)
Japan	Asia	Kyushu (Kyu)
		Shikoku (Shk)
Neutral	Europe	Toyama (Toy)
		Albania (Alb)
Neutral	Asia	Arabia (Ara)
		West Irian (Wir)
Neutral	(China)	Tibet (Tib)
		Sinkiang (Skr)
Neutral	Americas	Central America (Cna)
		Guyana (Guy)
Neutral	Americas	Peru (Per)
		Bolivia (Bol)
Neutral	Americas	Chile (Chi)
		Greenland (Grl)
Neutral	(Canada)	Northwest Territory (Nwt)
		Ontario (Ont)
Neutral	Americas	Alberta (Abt)
		British Columbia (Bco)
Neutral	Americas	New Brunswick (Nbr)



# Ocean & Sea Areas

Ocean/Sea	Name
Atlantic	North Atlantic Ocean (Nao)
	North-East Atlantic Ocean (Neao)
	North-West Atlantic Ocean (Nwao)
	Mid-Atlantic Ocean (Mao)
	East Atlantic Ocean (Eao)
	South-East Atlantic Ocean (Seao)
	South-West Atlantic Ocean (Swao)
	Carribean (Car)
	Labrador Sea (Ls)
	Hudson Bay (Hud)
	Norwegian Sea (Nwg)
	Gulf of Guinea (Gog)
	Irish Sea (Iri)
	English Channel (Eng)
	North Sea (Nth)
	Baltic Sea (Bal)
	Gulf of Bothnia (Bot)
	Helgoland Bight (Hel)
	The Skagerrak (Ska)
Pacific	East Pacific Ocean (Epo)
	South-East Pacific Ocean (Sepa)
	South Pacific Ocean (Spo)
	Mid-Pacific Ocean (Mpo)
	West Pacific Ocean (Wpo)
	Sea of Okhotsk (Soo)
	Bering Sea (Brs)
	Coral Sea (Cs)
	Micronesia (Mrn)
	Sea of Japan (Soj)
	Yellow Sea (Ys)
	South China Sea (Scs)
	Tasman Sea (Ts)
	Philippine Sea (Ps)
Indian	West Indian Ocean (Wio)
	East Indian Ocean (Eio)
	South Indian Ocean (Sio)
	Arabian Sea (As)
	Mozambique Channel (Mc)
	Red Sea (Rs)
	Persian Gulf (Pg)
Arctic	*Beaufort Sea (Bs)
	*Baffin Bay (Baf)
	Barents Sea (Bar)
	*Greenland Sea (Grs)
	*East Siberian Sea (Ess)
	*Kara Sea (Ks)
	Western Mediterranean (Wmd)
	Gulf of Lyon (Lyo)
	Tyrrhenian Sea (Tyn)
	Ionian Sea (Ion)
Mediterranean	Eastern Mediterranean (Emd)

Ocean/Sea	Name
Mediterranean	Adriatic Sea (Adr)
	Aegean Sea (Age)
	Black Sea (Bla)

\* These sea areas are NOT playable areas in the Diplomacy Tribune version of the game.



